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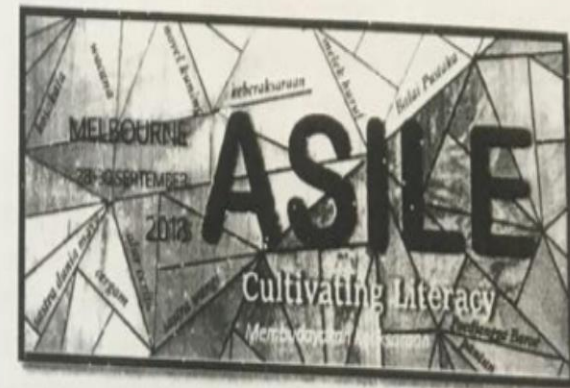


VICTORIAN
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Karya Bagong Soebardjo

Acara Hari Jumat Pagi 28 September

8:00	Pendaftaran Registration: Atrium, ground floor	
8:30	Upacara Pembuka Opening	
9:00	Forum Theatre, level 1	
9:30	Pemakalah Kunci Priyantono Rudito	
	Forum Theatre, level 1	
10:30	Ngopi Coffee break: Atrium, ground floor	
	Room 455	Room 461
11:00	Tim Hassall: Where words and grammar meet culture: learning the pragmatics of Indonesian	Dian Mardijono: Program Membaca Dongeng Anak-Anak "Nilai Sebuah Nasehat" untuk Siswa-siswa Sekolah Dasar di Australia
11:30	Adrian Clynes: Fostering positive transfer through L1 language awareness: Some 'Indonesian' structures in English	Andika Eko Presetyo: Pemanfaatan Teks Cerita Rakyat Jawa dalam Pengembangan Bahan Ajar Bahasa Indonesia bagi Penutur Asing (BIPA) Tingkat Menengah
12:00	I Made Ardana Putra dan I Nyoman Sarjana: How to Teach and Call Balinese People for Foreign Learners?	Paul Thomas: Pirates!!! Representations of Indonesians in Popular Culture
12:30	Makan Siang Lunch: Atrium, ground floor &	

Acara Hari Jumat Siang 28 September

	Room 455	Room 453
13:30	Sri Setyarini: Integrating Critical Literacy in EFL Classroom To Raise Students' Social Awareness On Global Warming Issues	Lokakarya Workshop - Anggi Auliyani Suharja: Integrating Language Learning and Culture through Hompimpa: A fun Way to Learn about Indonesia
14:00	Maria Magdalena Sinta Wardani: Manipulasi Kebahasaan Pada Teks Kabar Bohong (Hoax) Terkait Pandangan Masyarakat Terhadap Luar Negeri	
14:30	Zainal Amir: Developing Local Wisdom Based Videoblog as Vocabulary Learning Media for BIPA Student in Intermediate Level	Lokakarya Workshop - Rahmat Agung Azim Putra: Encouraging Australian Students' Critical Literacy in Learning Bahasa Indonesia through Outdoor Education
15:00	David Reeve: The diasporic imagination in recent Indonesian popular novels and films	
15:30	Ngopi Coffee break: Atrium, ground floor	
16:00	Pemakalah Kunci: Mark F. Ellis Forum Theatre, level 1	

Consequently, she only created some learning activities, materials, media, and assessment. It was realized because the teacher claimed that critical literacy so far was still considered as new learning strategy for her.

Integrating Language Learning and Culture through Hompimpa: A fun Way to Learn about Indonesia

Anggi Auliyani Suharja

Eltham High School

Language and culture are inseparable. A good language teaching and learning should include the cultural content and context of the target language in order to create a meaningful language learning. 'Hompimpa' is a game that contains trivial questions about Indonesia. The game integrates the language learning and the target language culture using cultural approach and game as a method. At least fifty trivial questions about Indonesia are developed in this game based on the four senses of culture proposed by Adaskou, Britten, and Fahsi (1990) namely the aesthetic sense, the sociological sense, the semantic sense, and the pragmatic sense. A system was also developed to run the game in order to help the teacher in carrying out the vocabulary learning in the B2-C2 classrooms. This game allows the students to practice their receptive skills: reading and listening, as well as improving their knowledge about Indonesia in a fun way. The game also contributes in building the students' literacy and critical thinking since it allows not only the reading but also the discussion.

Manipulasi Kebahasaan Pada Teks Kabar Bohong (Hoax) Terkait Pandangan Masyarakat Terhadap Luar Negeri

Maria Magdalena Sinta Wardani,

Universitas Sanata Dharma

Artikel ini mendeskripsikan manipulasi kebahasaan dalam teks kabar bohong (hoax) terkait pandangan masyarakat terhadap luar negeri. Analisis data teks kabar bohong bertujuan untuk mendeskripsikan bentuk dan strategi manipulasi kebahasaan dalam teks kabar bohong dengan mengacu teori Asya (2013) dan Simon (2000). Data teks kabar bohong yang mengekspresikan manipulasi kebahasaan diakses dari laman *

<https://www.turnbackhoax.id/>. Pengumpulan data dilakukan selama 6 bulan, dari bulan Desember 2017 hingga Mei 2018. Dari data teks kabar bohong yang dikumpulkan, ditemukan 2 bentuk manipulasi kebahasaan, yakni manipulasi kebahasaan rasional dan emosional. Negara yang menjadi objek sasaran kabar bohong adalah India, China, Korea Utara, Australia, Vietnam, Brunei, Amerika, dan Arab Saudi. Strategi manipulasi yang digunakan dalam teks kabar bohong mencakup 5 jenis, yakni rationalization (rasionalisasi), lying (kebohongan), covert intimidation (intimidasi terselubung), shaming (membangkitkan rasa malu), dan playing the victim role (berperan sebagai korban). Tulisan ini diharapkan mengambil bagian dalam diskusi bertema literasi digital.